MONSTER MAKER 7

PROPHECY

INSTRUCTIONS

1. What kind of game is it?

[When the 7 treasures appear in this world
the dark lord will be resurrected.
With the power of the sacred treasures,
whoever defeats the dark lord
will become a child of light.]

The goal of this game is to see who will accomplish the prophecy, defeat the dark lord and become a child of light.

To do so, one must first make their character a hero by taking on the trials written in the『Book of Prophecy』. In order to succeed a trial, one must acquire the items listed in the book.

Everytime a character becomes a hero, one of the sacred treasures is earned—but each time it happens, the Dark Lord's resurrection draw nearer.

Of course. you can also interfere with other players' character attempting the『Book of Prophecy』trials, or even turn into a vilain and fight on the side of darkness. Sometimes no one is able to defeat the dark lord and the world end up plunged into darkness.

We hope such a fate does not come to pass, and we wish success for your characters.

2. Game preparation

【1】Number of players

This game can be played 2 to 7 players, even up to 8 players. For optimal play, 3 players and up is recommended.

【2】[Book of Prophecy] cards

Shuffle the 13『Book of Prophecy』cards and distribute 1 to each players. The remaining cards are kept face down in a deck. In a 2 player game, no cards are distributed, instead1 card is revealed face up on the play area.

【3】[Teasure cards] & [Dark Lord] card

Shuffle the 7『Sacred Treasures』cards and place them face down in a deck.

Place the [Dark Lord] card at the bottom of that deck.

【4】Other cards

At 4~5 players, remove 1『Time of Prophecy』card.

At 6+ players, remove 2『Time of Prophecy』card.

The removed cards will not be used for this game, you can leave them in the box.

Shuffle the remaining cards and distribute 5 cards to each players.

If anyone receives a『Time of Prophecy』card during distribution, exchange it for another card.

The remaining cards form the draw deck.

【5】Starting the game

Choose a starting player by any method, such as rock-paper-scissors or rolling a die. Play then proceeds clockwise.

3. How to play

During your turn, perform the following three steps in order;

【1】Card placement

You may do all of the following actions:;

①Discarding cards

You may discard as many cards as you wish, either from your hand or your field (you may discard all of them). Place all discarded cards in a single discard pile; when the draw deck is exhausted, shuffle the discard pile to form a new deck.

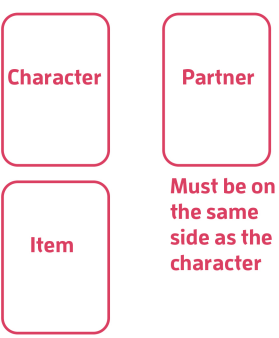
②Placing cards

You may place up to five cards in front of you as your tableau.

At this time, you may return cards already on the table back to your hand or discard them.

However, the following restrictions apply:

- One of the 5 cards must be either a light character (name in black) or a dark character (name in red).
- You may add one other character as a partner, but their side (dark or light) must match the character they are joining.



Place the main character in the center and distinguish it clearly from the partner.

◉If a character is on the dark side, they cannot equip items with an orange (✱). If a character is on the light side, they cannot equip items with a black (✱).
◉Special cards like [Thief], [Merchant King] and [Bard] cannot be placed down as characters or partners.

③Interference

You can attach a dark side character to a light side opponent character, or vice versa, in order to obstruct the opponent's progress toward fulfilling their prophecy.

Only one interference can be active per player but you may interfere with any number of different players.

A player who has been interfered with cannot attempt the Book of Prophecy until they remove the "Interference" by fighting during their own turn.

④Equiping items on heroes

Heroes (see【2】; ①) can hold up to 4 items like the ones listed on a『Book of Prophecy』card. If a player has any equipment cards, they can add them at this step. Note you may only add items—you may not exchange items.

If a character becomes a hero with『Magic Lamp』and 『Blessing of Light』cards, which are substitutes for items, these cards are also counted as the 4 cards limit. Therefore, it is not possible to add items to a hero who already has two『Magic Lamps』and two items.

【2】Actions

You may perform **one** of the following actions:

③Challenging a『Book of Prophecy』card

Can only be done if one's character isn't [blocked].

You can only attempt revealed『Book of Prophecy』cards. If you want to challenge a『Book of Prophecy』card from your hand, you must reveal it first. Following this logic, if you are the first to play the first turn, you can only challenge the『Book of Prophecy』from your hand.

To attempt a challenge, roll two dice. Along with the bonuses described down here, the aim is to obtain a total of 12, for the challenge to be successfull.

The modifiers to the dice roll are as follow;

◉If the challenger's class (Warrior, Mage, etc.) matches the 『Book of Prophecy』 • • • • • +1

◉If items indicated in the 『Book of Prophecy』 are equipped by the character • • • • • • • •

1 item ——— +1
2 ote,s ——— +3
3 items ——— +6
4 items ——— +9

In other words, if the class matches and all four items from the『Book of Prophecy』 are equiped, the trial is automatically a success (though if you have two identical cards, only one of them will count).

For example, if the class does not match and the player has two items, the player must roll 9 (12 - 3) or more with two dice to complete the trial.

A character who succeeds the trial becomes a hero.

Take the『Book of Prophecy』, the character who became a Hero, and all items required by that prophecy from your field, and place them together in front of you.

(Discard any items that are not part of the Book of Prophecy trial.)

There are also『Book of Prophecy』that instruct you to take on the trial together with certain partner types, such as "Forest Folk (Elf)" or "Warrior."

If the Hero meets these conditions and the partner's class matches the class required by the prophecy, they may accompany the Hero into the later battle against the Dark Lord.

Draw one『Sacred Treasure』card, and add it to your hero.

For Light-side heroes add the number written above on the Treasure Card, while Dark-side heroes add the number written below on the Treasure Card.

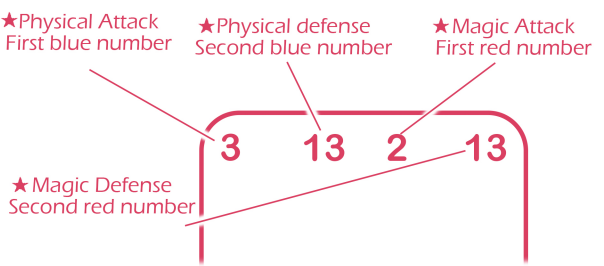
The player then resplenish their『Book of Prophecy』For a 2 player game, place a new card face up in the center. If the card was another players', that player draws a new card and adds it to their hand.

When you challenge a prophecy card from your hand, you must reveal it and place it in front of you.

If you fail the challenge, then starting with the next player, anyone may attempt that your trial.

② Battling an interference

- The player interfering and the target player each roll a die to decide who attacks first.
- The attacking player chooses which ability to use and which character to attack.If attacking the main character, they may include item values.
- However, if the "interference" side has a partner character, they must attack the partner first.
- A character's ability values are, from left to right: Physical Attack [2D+Bonus] / Physical Defense / Magic Attack [2D+Bonus] / Magic Defense.
- [2D+Bonus] means rolling two dice, then adding the number on the card to the dice total.
  Example: Tamron the Brave uses their Physical Attack to fight, they roll 2 dice and obtain 7, that 7 is added to Tamron's base Physical Attack of 4 making a total of 11.



- The attacker rolls two dice and compares the sum of the dice rolls plus their character's Attack score, comparing this total with the defender's defense score. If the attack power is greater than or equal to the defense of the defending card, the attack succeeds and the defending card is discarded. A defeated card can no longer be used for the rest of this game, place it separatly to the discard deck.

- If the dice roll is 11 or higher, the attack automatically succeeds. If the roll is 2, the attack automatically fails.

- When a character on the field attacks or defends, it can add the score of their items, except for their partner (i.e: Their partner cannot tap in their item's power). However, you cannot use more than one item of the same type (such as two wood spells or two swords). Wizards are also not allowed to add defense by armor (armor, shields, helmets).

- When all attacking characters are done, The players' roles (attack, defense) are reversed. Attacks are resolved the same way for the newly attacking player.

- The battle continues, switching attackers and defenders, until one of the characters is eliminated.

- If a character is defeated, any card used to "interfere" are discarded. The character is considered dead and cannot be used again for the rest of the game (store the card away in the box).

[Example of Battle].

Lufia, a wizard, was about to challenge a trial with the Mirror of Light, the Magic Wand, and the Book of Magic as items and Elsais as her partner. The mage Diocheryl proceed to block Lufia's attempt.

The battle begins. Lufia and Diosherill roll one die each for initiative, Lufia rolls 4, Diosherill rolls 6, so Diosherill attacks first.

Since Diosherill has no Physical Attack power, she declares that she will attack with Magic, as befits a mage. Since Lufia has a partner, Elsais, Diosherill has to first target Elsais. Diosherill's player rolls two dice, a 4 and a 2, for a total of 6. To the total is added Diosherill's Magic Attack Value of 5, for a grand total of 11. Elsais's Magic Defense value is 12, which means that Elsais has successfully blocked the attack.

It is then Elsais' turn to attack. Elsais rolls 7 with the two dice, then adds 3 from his Physical Combat to make it 10.

The battle continue until a victor is decided. For the sake of this example, let say that Elsais falls to Diosherill's dark sorcery.

Finally, the two mages of light and dark face off. Diosherill, with the initiative, attacks with a total of 13 magic attacks. Lufia's magic defense is exactly 13, but even though she cannot use the Mirror of Light, she is able to avoid it with a high total of 15, since the Magic Wand and the Book of Magic each add 1 to her magic defense.

The turn goes to Lufia, who rolls the dice: 5 and 4 for 9, her Magic Attack value is 4, and the item modifier adds 2 for a total of 15, surpassing Diosherill's magic defense of 13, and finally, the fierce battle is over.

③ Use of special cards

Only one of the cards [Thief], [Merchant King] or [Bard] may be used per turn.

- [Thief] / You can steal one item on the field. The probability of success is written on the card. For this card, partners are considered items. Items you steal may be placed on your field or in your hand.

◉ [Merchant King] You may exchange one of your items for one on the field.

◉ [Bard] You may designate one character to be yours. Roll one die;success if 2 or below.

【3】Replenish your hand

Replenish your hand back to 5 cards. If you have 6 or more cards in your hand, discard down to 5 cards.
If you draw 『Time of Prophecy [Open]』, do the following immediately;

① Everyone puts the『Book of Prophecy』from their hands face up in front of them.

② The player who drew the 『Time of Prophecy [Open]』card draws 1『Book of Prophecy』and keep whichever of their choice. The unwanted 『Book of Prophecy』 is placed at the bottom of the『Book of Prophecy』 deck. They may keep the new prophecy in hand if they so desire.

③ If you drew 2 or 3 『Time of Prophecy』, draw the same amount from the 『Book of Prophecy』 pile and keep the best card.

④ In a two player game, place the 『Book of Prophecy』 , from the center of the table, at the bottom of the 『Book of Prophecy』 deck, and draw a new card face-up and place it on the field.

4. Dark Lord resurrection

Once the seven heroes have been chosen, equiped with the seven treasures, the [Dark Lord] at the bottom of the [sacred treasure] deck is resurrected and the final battle begins.

The final battle is conducted in the following steps:

① Player(s) becoming the Dark Lord.

If a player didn't create a single hero , they become the Dark Lord resurrected. If there are 2 or more, they take turns playing. If all players created heroes, the player with a Dark-side Hero becomes the Dark Lord. If two or more players both have If there are 2 or more, the player who has **only** Dark-side heroes becomes it, or the player with the most Dark-side heroes in case of a tie. If there is still a tie, share the control.

Of course, Dark heroes are played by the player who has them. If all players have only Light heroes, the player immediately before the current turn player takes the role of Dark Lord.

However, if players whose heroes have been defeated and are gone appear, those players become the Dark Lord in sequence.

② Battleground

The current turn player's hero + all partners VS Dark Lord + Dark heroes.

If the battle is not decided after one round of attack and defense, the battlefield moves sequentially to the next turn player VS Dark, and continues until one side is completely wiped out.

③ Combat

Combat is resolved the same way as with "Interferences". However, Light-side heroes cannot attack the Dark Lord for as long as any Dark-side Heroes remains in play. Light-side players must first defeat all Dark-side Heroes, once done they then can challenge the Dark Lord. Dark-side Heroes and the Dark Lord will not attack each others and Dark-side Heroes may arbitrarily choose whichever light side player they wish to attack.

The Dark Lord takes two successfull attacks to take down.

Here an example that better illustrate this rule:

An example of a three-player game, with one player (say, Mr. A) who has a Dark-side hero and two players (Mr. B and Mr. C) wo both have Light-side heroes.

First, sides must roll for initiative. Mr. B, as the Light Side representative, and Mr. A, as the only player on the Dark Side, both roll a die. Initiative is given to B for a higher roll and Light goes first against Dark.

Mr.B attack first (①). Since there is a Hero of Darkness, Mr.A, Mr.B has to attack them first.

Mr. B has two light heroes, but attacks are always unfold in a one-on-one fashion. Mr. B then attempt a Magic Attack with their first hero, but they do not breach Mr. A's defense. Physical Attack from Mr. B's second hero is also dodged.

It is then the Dark side's turn to counterattack.

Mr. A attacks as the Dark Lord, not as the Dark-side hero (②). One of Mr. B's heroes has low magic defense, so Mr. B attack it first. Coupled with the dice roll result, that first hero is eliminated. The second hero somehow managed to hold on, and Mr. B's turn end.

Next is Mr. A's turn, the player to the right of Mr. B (③). Since it is their turn, they attack Mr. C with their Dark-side hero. Mr. C has a partner, which doesn't receive bonus from items, so Mr. A has to attack it first and end up winning due their own item bonus granting their Dark-side hero a high Magic Attack value.

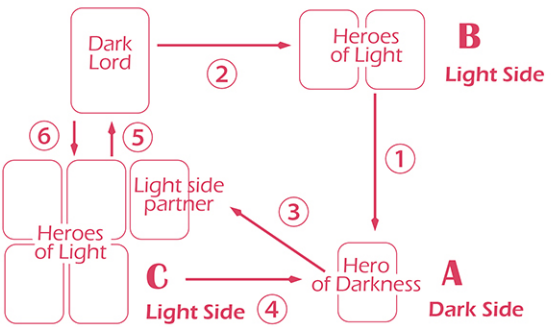
The turn then passes to Mr. C, who is to the right of Mr. A (④). Yet again, Mr. C has to attack the Dark-side hero first. Mr. C has four Light-side heroes. Mr. C picks one to attack, and successfully land a hit, killing the Dark-side hero. The three remaining Light-side heroes that Mr.C has can now challenge the Dark Lord (⑤) directly.

The Dark Lord is a formidable opponent, but one of Mr. C's Heroes manage to land the first hit, ending the Light Side's turn.

After the Light Side attacks, it is the Dark Side's turn (⑥). Mr. A, who plays the Dark Lord, rolls the dice with all their might, but unfortunately two of Mr. C's heroes remain.

Thus, the attack and defense cycle continues in the same fashion:

light side → dark side → light side → dark side.



5. End game and Victory conditions

The game ends when either the light or the dark side is wiped out in the final battle.

***Light side victory**

The hero who delivers the last blow (second hit) to the Dark Lord wins the game.

***Dark Side victory**

The player who defeats the last hero wins the game.

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